## LOADING INSTRUCTIONS

**SPECTRUM:**

**48K;** Rewind the tape to the beginning of side A. Type **LOAD" "** and press **ENTER.** The game should load automatically. Please follow all on screen prompts.

**128K;** Rewind the tape to the beginning of side A. Select LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

**AMSTRAD CPC:**

**CPC 464;** Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

**CPC 664/6128;** Rewind the tape to the beginning of side A. Type **I** (shifted @ ) **TAPE** (**ENTER**), then type **RUN"** (**ENTER**). The game should load automatically. Please follow all on screen prompts.

**COMMODORE C64/128**

**C64;** Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

**C128;** Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

COMMANDS All commands can use either a joystick or the keyboard (cursor key). You click with the FIRE button or the space bar.

1. PLAY MODE Upon entering the game it automatically defaults to PLAY mode.

In the game you make your choices on the control console visualised on your screen (see diagram). This console shows a pad of 8 keys (each corresponding to a screen), a confirmation key (C) and the two left and right arrows (L+R)

1234
5678
LCR

function keys on the screen control post to choose a function that corresponds to a screen above the console :

-Position the cursor over one of the keys

-Click on it to "press" the key (an LED will light up)

- To see the other screen views corresponding to this function key, click on the arrows until you see the screen that you want and once you have chosen, confirm in the same way as above.

- Click on the confirmation bar (C) to select the function represented in the corresponding screen.

NUMBER 1 - MISSION ORDERS showing the ten best scores NUMBER 2 - LEAVE GAME to quit the game (automatic saving of the mission order)

NUMBER 3 - CHANGE THE NAME OF A PLAYER - on the identity disc on screen 3

Each of these identity discs corresponds to a payer. When button 3 is selected, you choose one of the identity discs with the help of the arrows L or R and you erase the current name on the label by clicking on C

You can then input the new name : scroll the alphabet displayed over the ID disc using the commands LEFT/ RIGHT. Click when desired character appears in the middle in inverse colour ;continue this way to complete the name ; end the input by selecting the ! symbol.

ESC cancels the manipulation and displays the former name.

NUMBER 4 - CHOOSE AND CARRY OUT ROUTE
When button 4 is selected, you can choose one of several routes, with the aid of arrows L or R and confirm your selection using C.
Note : Only routes 1-4 will qualify for the mission. Route 5 (CCS) is reserved for a route made in construction mode.
NUMBER 5 - LOADING AND SAVING OF THE 10 BEST SCORES
When 5 is selected, you select one of the 2 disks named SAVE or LOAD with the arrows L or R and confirm by pressing C. You can only save your score if you obtained one of the 10 best.
NUMBER 6 - This key is of no use.
NUMBER 7 - CHECKING SCORES achieved by a player in all the games.
NUMBER 8 - CHECKING SCORES of the current game (displayed on screen 4). You can see the scores of the 5 best players in that game.
THE SCORES : For good management of these scores insert a new tape in the recorder as soon as ther game is loaded. The actions (route, scores ..) always apply to the player whose name appears on the identity disc that can be seen.
MOVING THE GAME FIGURE : All actions of the game can be controlled using a joystick (directions and FIRE button) or the keyboard (cursor keys and space bar). Pressing ESC abandons the route.
Starting position : STANDING :
Throw a grenade:UP, Dive:lying position, Run:right
Kneel down on one knee Space bar or Fire button : FIRE (only in the routes 3-5)
With each of these five actions, you enter a new mode which has its specific commands :
RUN : When you press (or move joystick right) while standing, the figure begins to run.
On this level pressing the space bar and (pressing the fire button and moving joystick right) simultaneously will entail following actions : JUMP over a low object, or GRIP

hold on a ladder ( to progress, keeping fire button pressed), or GRIP hold on a cable, or GET OVER a wall (release to descend).
FIRE half turn: right, half turn: left, put gun away: down
(FIRE button = space bar)
THROW A GRENADE (only if you have picked one up) or take CLOSE COMBAT position
dodging walking backwards: up
to kick: left to punch: right
dodging on knees: down
Space bar or FIRE button = leave combat position
DIVE, LYING POSITION
Pushup: up
crawl: left crawl: right
pushup: down
Space bar or FIRE button = get back up to kneeling position
To crawl or to do 10 pushups, press the corresponding keys alternately (move joystick in the corresponding directions alternately)
KNEEL DOWN ON ONE KNEE
pick up a grenade and pull pin or take and put explosives: right in a box or set a charge to lie down flat on the stomach: down
Space bar or FIRE button = get up again (standing position)
Space bar or FIRE button = get up again (standing position)

For more information regarding the construction set, please send a S.A.E. to: Action Service, Players 90, Mercury House, Calleva Park, Aldermaston, Berksire RG7 4QW.

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